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1255 Michael Drive
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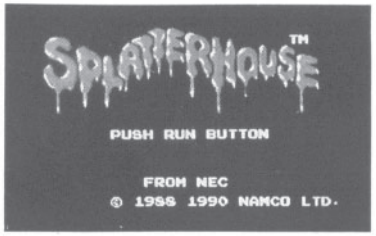
Thank You

...for Buying this Advanced TurboChip Game Card, "Splatterhouse."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1. Be sure power is turned off when changing game cards.
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not forcibly bend your TurboChip game cards.
4. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

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NEC TurboChip™ 90-Day Limited Warranty

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HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Playing Tips

If you want even more of a challenge, try playing Splatterhouse in the "difficult" mode. When the title screen appears, hold the SELECT Button down until the word "HARD" appears, then press the RUN Button.

If you take different routes in some stages of the game, you might end up somewhere that you have never been before!

Stay alert! You never know when something will pop out at you.

Save your weapons for the most deadly demons!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

A Boom of Thunder...Darkness...a Scream...and then!

The place was called the West Mansion. But, to all who knew its legend, it was known as "Splatterhouse." It was once the home of the famed parapsychologist, Dr. West. There was a research lab in the house where Dr. West conducted some of his most gruesome experiments. It was even said that it was in this house that he created the most hideous creatures that ever walked the face of the Earth. But no one knew for sure. Dr. West had not been seen or heard from in years, and no one who has ever gone into the mansion has lived to tell the tale.

Rick and his girlfriend, Jennifer, were parapsychology majors at the local university. They were both very interested in the works of Dr. West as he was the most famed parapsychologist in the world. One day, they decided to visit the abandoned West Mansion as part of a project they were working on in school. As they walked towards the house, it started to rain. They entered. All went dark. Lightning cracked through the sky. There was a frantic scuffle. Then, a scream. And suddenly Jennifer was gone. Rick's unconscious body was covered with blood.

Hours later, Rick awoke to a fantastic horror–he was alone and drenched with blood. But, the most terrifying thing of all was that a hideous mask covered his face. He had read tales of this "Terror Mask" in Dr. West's writings–it was said to have ancient spiritual powers. As his only hope, Rick must depend on this mask to give him the strength and courage to find Jennifer. Now, Rick's fight has begun!

Inserting the TurboChip Game Card

1. Remove the TurboChip game card from its plastic case.
2. Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3. Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4. The title screen of your particular TurboChip game card should appear on your television.

Getting Started

From the Title Screen, Press the RUN Button.
The game will begin! Good luck!

Object of the Game
The object of the game is to fight your way through the onslaught of evil creatures that occupy "Splatterhouse" in your quest to find Jennifer and make your escape. But hurry, you might already be too late!

"Damage" System
Splatterhouse is based on the "damage" system. You start the game with 3 "Ricks." Each Rick has 5 "hearts." If you lose all of your hearts, one Rick will disappear. If you lose all of your Ricks, the game is over.

Obtaining Extra "Ricks" and "Hearts"
Every time you clear a stage of the game, you earn 2 extra hearts. You get extra Ricks at 30,000 and 70,000 points. You will get more hearts (maximum of 5) at the beginning of each new stage. The number of hearts you get depends on how well you defeated the monsters during the previous stage.

Note: Splatterhouse is a one-player game.

Meet the Monsters

Here are Dr. West's evil hordes–the products of his experiments gone awry!

Red Walking Zombies
Keep coming at you!

Green Walking Zombies
Are out to get you!

Chained Corpses
Spit up disgusting, deadly slime. Cannot be destroyed.

Bats
Fly high and low.

Large-headed Demon
Chop its head off! But look out–once you chop it off, it will come flying after you!

Sludge Monsters
Attack with lethal punches.

Hanging Corpses
Fall at you from the ceiling.

Crawling Red Slime
Will grab hold of your legs and will rip you to shreds!

Crawling Slug
Will disgust you with its presence!

Knives
Will pierce you with their needle-sharp points.

Chairs
Will try to pulverize you!

Crawling Hand
Tries to slap you into oblivion.

Newborn Monsters
Will jump on your back if you let them live!

Fire Demons and Fire Logs
Cannot be destroyed and must be avoided.

Stages of the Game

There are seven levels or "stages" of the game that must be cleared (each stage has multiple areas). In the final level, you will face the leader of the eerie ghouls, zombies and creatures that were created by Dr. West.

STAGE 1: THE UNDERGROUND DUNGEON
Here chained cadavers (Zombies!) and bizarre creatures crawl around inside an eerie dungeon. Razor-sharp spikes thrust out at you from the floor.

Weapon: Two-by-Four.

STAGE 2: THE SEWAGE CANAL
Roped corpses fall from the ceiling and Sludge Monsters attack you at every turn. When you reach the final room, you must battle a gruesome poltergeist.

Weapons: Two-by-Four and Wrench.

STAGE 3: THE FOREST AMBUSH
Rick's search for Jennifer continues as he goes into the forest. In a steady downpour, he readies his gun as monsters wait in ambush.

Weapons: Shotgun and Stone.

STAGE 4: THE FORBIDDEN ROOM
All who enter, BEWARE! Avoid the spinning razor-edged blade. Enter the Hall of Mirrors ...see figures from the darkside!

Weapons: Spear and Golden Cleaver.

STAGE 5: THE RENDEZVOUS
Searching for his sweetheart, Rick fights on through demons and evil spirits that lie in wait at every turn. The two meet again, but...

Weapon: Two-by-Four.

STAGE 6: THE WOMB
Inside this cave, the noxious monsters are born. If Rick cannot destroy the newborn evil here, the nightmare will continue forever!

Weapons: None!

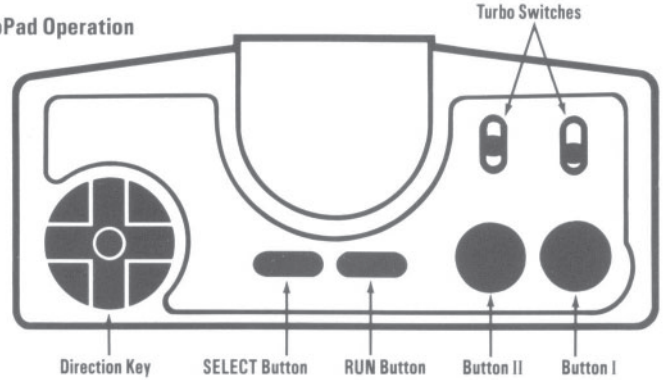
STAGE 7: THE FINALE
Here, if Rick succeeds in defeating the Demonic leader, the cursed "Terror Mask" will return to its resting place and our hero will return to normal.

Weapons: None!

Controlling the Movements of Rick

The movements of Rick are controlled using your TurboPad controller. Mastering its operation is critical to your success in defeating Dr. West's evil ghouls. Basic TurboPad components and operation are shown below.

TurboPad Operation



Direction Key (4-way controller)

LEFT	Press Left to move Rick to the left.
RIGHT	Press Right to move Rick to the right.
UP	Press Up to turn Rick's face away from you. Also used to get items hanging from the wall.
DOWN	Press Down to duck. Also used to pick up items off the ground.

SELECT Button
When used with the RUN Button, resets the game.

RUN Button
Press to start the game or to pause the game during play.

Button II
Press to attack.

Button I
Press to jump.

Turbo Switches
Suggested settings: Right Turbo Switch, down; Left Turbo Switch, middle.

Game Functions and Features

Pausing the Game
During play, the game may be paused by pressing the RUN Button. Press the RUN Button again to resume play.

Resetting the Game
During play, the game can be reset to the title screen by holding down the Run Button and pressing the SELECT Button at the same time.

How to "Continue"
When the game is over, you may resume play by selecting "Yes" when the "Continue" screen appears. This returns you to the beginning of the first area of the last stage where you were playing. In Splatterhouse you may continue up to 5 times.

How to Attack
When Rick is standing, he will punch the monsters. When Rick is jumping or ducking, he will attack by kicking. When Rick is holding a weapon, he will attack using the weapon. But when Rick ducks, he will *kick* instead of using a weapon.

Executing a Slide Kick
A "slide kick" is an incredibly efficient fighting technique. To execute this maneuver, when Rick jumps, push and hold the Direction Key down or diagonally down. Just before Rick reaches the ground, press Button II!

Weapons

Weapons have twice the power of punching or kicking. Try to match the right weapon to the opponent you are facing.

"Two by Four"
Swing this weapon like a baseball bat for awesome destructive power. Use it as much as you like in one area. If you are injured and drop it, pick it up again (even if you are in the water!).

Golden Cleaver
You also swing this weapon like a baseball bat for maximum effect. Use it as much as you like in one area.

Stone, Monkey Wrench and Spear
Throw these weapons at the enemy (these weapons are only good for one use!).

Shotgun
A powerful weapon, Rick's gun allows you to attack enemies from a distance. The shotgun comes equipped with 8 rounds of ammunition, so you can use it up to 8 times.

Note: Each weapon can only be used in the area where it was picked up. Once you leave the area, the weapon is lost.